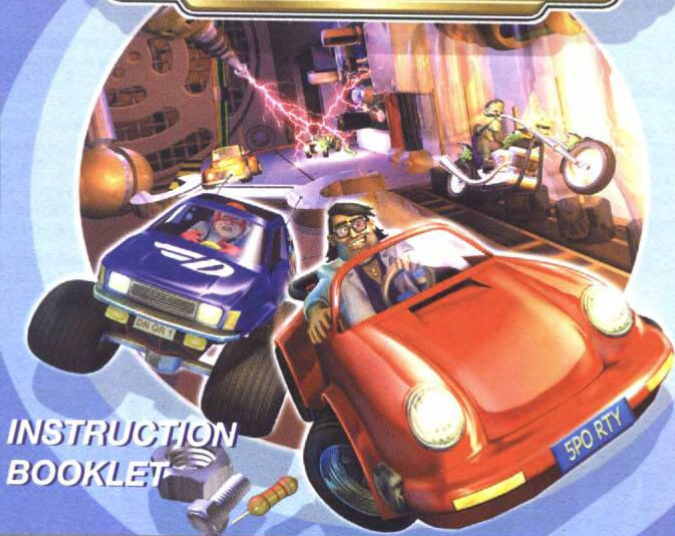


GAME BOY ADVANCE™

Micro Machines

AGB-AXZP-UKV



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DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TIBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

Micro Machines

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IGNITION!

1. Switch off the Game Boy Advance™. Never insert a Game Pak while the Game Boy Advance™ is switched on.
2. Insert the Micro Machines Game Pak into the Game Boy Advance™.
3. Switch on the Game Boy Advance™. If the Title Screen fails to appear, return to step 1.
4. When the Title Screen appears, press START to go to the Main Menu.

GAME CONTROLS

	During a race	Menus
L Button		
R Button	Activate Weapons and Bonuses	
Control Pad	Steering	Navigate the menus
Start	Pause	
Select		
A Button	Accelerate	Confirm
B Button	Brake / Reverse	Cancel / Back



STEP ON IT!

"Get those engines revving and just see that dust fly. It's petrol head time! OK, so they're small, very small, but you are still going to have to race it out in a merciless battle for supremacy over 16 tracks. Are you crazy enough to defeat this gang of kooky racers in their Tom Thumb machines?"

GAME MODES (SINGLEPLAYER OR MULTIPLAYER)

Quick Race Mode

One of the basic game modes in which you can play with any of the characters and tracks you've unlocked. In Quick Race Mode you can enter any of the following types of race:

- **Race Mode (1-4 players)**

A straight-up, no-messin', race, where up to four vehicles can compete.

- **Micro Machines Mode (1-2 players)**

Here you need to score oodles of points. Head for the far edge of the screen come what may, and leave your opponent far, far, behind – so far behind that he drops completely off the screen! Each time your opponent



disappears from the screen, you score a point.

The first to score the set number of points is the winner.

- **Time Trial (1 player)**

Use this mode to hone your driving skills and test your talents on any of the tracks you've unlocked.

- **Bombtag (1-4 players)**

At the start of the race, one 'lucky' player gets his vehicle turned into a time bomb! The principle of the game is (not surprisingly) to get rid of the bomb before it explodes. You can pass it on to one of your opponants simply by tagging his vehicle with yours.

When the countdown reaches zero, the bomb (and the vehicle carrying the bomb) explodes! When your vehicle explodes, you lose a life and all points you gained by holding the bomb during this session.

The winner is the competitor with the most points at the end of the game.

The best way to win points is to hold on to the bomb for as long as possible before it goes off.



Championship

In Championship Mode, two pre-configured vehicles are available for each race and each driver. At the start of a cup, you have 4 lives. During the race, collect the letters that spell the words "Micro Machines." Once you have collected all the letters, you can choose between:

- A weapon that your vehicle will automatically receive at the beginning of each race
- 1 extra life
- An enhancement to your vehicle for the next race.

You can collect the letters that form the words "Micro Machines" more quickly, by placing a bet. Use the letters you've already collected as your stake (you can't bet unless you've already got some letters.). Each time you place a bet, simply indicate the number of letters you want to place as your stake. If you lose, you'll lose your stake – but if you win, you'll win as many letters as you risked.

Note: You can bet in Multiplayer multi-pak, although not all bet types are available.

Micro Machines

In Championship Mode you can enter any of the following races:

- **Championship Race Mode** (Single player, 1-4 opponents, select the number of CPU)
A straight-up, no-messin', race where up to 4 vehicles can compete.

The winner enters the next race, the runner-up must start the race again, 3rd and 4th place each loose one life and must start the race again. If you play with only one CPU, the 1st one enter next race and the 2nd one loses one life and must restart the race.

The Championship ends immediately if you lose all your lives.

- **Championship Micro Machines Mode** (Single player, 2 opponents)

Two competitors battle it out for a place in the next race, so to qualify you must finish in 1st place. Losing a race in this mode means losing a life.

- **Championship Time Trial** (Single Player)

Championship Time Trial is a little different. At the end of each lap, there is a Checkpoint which you must pass within the time limit. This mode is an excellent way to refine your driving skills.

- **Championship (Multiplayer)**

This mode can also be used for Race Mode (1-4 players) and Micro Machines Mode (1-2 players). The winner is the driver with the highest score at the end of all races.

Micro Machines

MULTIPLAYER CONNECTIONS

To play in Multiplayer Mode: connect up to 4 Game Boy Advance™, with one or several Micro Machines Game Paks, using one or more Game Boy Advance™ Game Link™ Cables.

Materials Required:

2-4 Game Boy Advance™

1-4 Micro Machines Game Paks

1-3 Game Boy Advance™ Game Link™ Cables

To connect your Game Boy Advance™

1. Ensure that your Game Boy Advance™ are all switched off and insert a Game Pak in each Game Boy Advance™ (or only that of Player 1 for Single Game Pak Play).
2. Connect the Game Boy Advance™ Game Link™ Cables to the external socket of each Game Boy Advance™.
3. Switch on all the Game Boy Advance™.
4. See pages 4 & 5 for more information.

* When you play with 2 or 3 players, do not connect more Game Boy



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

Micro Machines

Advance™ than there are players.

* Insert the smallest connector into the Game Boy Advance™ of Player 1.

* Only a mini-championship is available for Single Game Pak Play.

You can select the track you want to race on, the number of races to play, the types of vehicles... Only Player 1 can confirm the selections.

WARNING ! To quit this game mode, please switch off the Game Boy Advance™

WARNING! There is no music and sound in the Single Game Pak Play.

THE GAME SCREEN

Time (in Time Trial and Bombtag mode only)

Points
(in Bombtag
mode only)



Lap Counter

Weapon

Micro Machines

Position



Lap Counter

Bonus

Weapon

Score Bar (in Micro Machines mode only)
Indicates the number of points scored.



Lap Counter

SAVING & LOADING

Your game is saved by a system of codes that are revealed to you as you win each of the cups in the Championship. All of the codes you have collected can be viewed in the Recap Screen, but you can also enter new codes by selecting Enter Code. To delete a code, select Clear Code.

ENTER CODE:

B	C	D	F	G	H	I
K	L	M	N	P	Q	R
S	T	V	W	X	Y	Z
0	1	2	3	4	5	6
7	8	9	?	←	✓	✗

CODE:

Note: these codes also enable you to unlock new characters. There is no password in multiplayer mode.



See Codes

PLATINIUM	CODE:	*****
GOLD	CODE:	*****
SILVER	CODE:	*****
BRONZE	CODE:	*****

THE CHARACTERS

Each character is most comfortable when on his home turf. For that reason, a character racing in his or her own environment starts with a Turbo bonus.

Grizzly Beard

A hard-bitten, aggressive safari expert straight from the outback. He'll hunt you down just for fun!



Miami Mike

Every beach babe's nightmare and a slimy, embarrassing womaniser stuck in the 80s.



Micro Machines



Frank N Stein

The dumb but endearing Frank is a product of man's mastery over nature... almost. Go Frank go



Magenta

Does she come from another planet? Nobody knows! Magenta is the Super Sexy space babe that everybody wants to fly! Set phasers to "stunning" and fasten your seatbelts!

Danger Ranger

By day he's a downtrodden meat packer, ignored by everyone, but by night he's Danger Ranger! Hero to the stars! Champion of mankind! Saviour of the future... Run for cover, here he comes!



Micro Machines



Aunt Betty

With the heart of a tiger and a passion for teacakes, Aunt Betty knows no fear and is a formidable racer!



Elmo

Long years away from civilisation have taken their toll on this cantankerous clown. He screams, he shouts, he laughs, he cries... Hillbilly hilarity ensues!



Callaghan

A hard-boiled, loud and boisterous NYPD detective. He's seen everything, even things that he shouldn't have seen. So, don't even think about trying to mess with him or he'll make you eat his badge!

Micro Machines

THE MACHINES

Each one is different and one of the aims of the game is to master them all. Easier said than done!

Standard Car (Default)

The bob basic, run o' the mill, personal mobility unit – this car is a good all-round standard model and can cope with almost all terrains apart from water. This machine is the easiest drive on offer.



Sports car (Sport)

Much quicker than the basic model. Slamming on the brakes demands more care than with a standard car, and the car loses momentum on bends. For seasoned drivers only.



Micro Machines

Motorbike (Bike)

Get your character and adrenalin racing! One drawback: road-holding, especially on bends! Learn how to skid to perfection to get the most out of this machine. As for braking, one piece of advice: the motorbike is a tricky beast to control when braking, so think before you... arrrggh! Too late!



Off Road Vehicle (4x4)

The biggest, fattest, slowest machine of 'em all. Get ready to drive a tank! The Off Road Vehicle takes time to hit top speed but once it's rolling, there's no stopping it!



Micro Machines



Aquatic Vehicle (boat)

Take the bends nice and wide but be prepared to slow down as you turn. The machine is slightly slower than a motorbike, but braking is less of a roller coaster ride.

WEAPONS & BONUSES

Weapons add that element of danger to the race, but don't forget it's the race not the fighting that really counts. To pick up a weapon, just drive over it (if you drive over another weapon before you use the one you already have, the new weapon will take the place of the old one). To activate the weapons press the R Button.

Depending on the weapon, it will be used to the front or to the rear of the vehicle.

Micro Machines

Weapons

Bazooka



An 'Up and Over' style missile, the Bazooka travels in an arc trajectory targetting a vehicle. You have 5 missiles to shoot

Homing Rocket



This is a front-firing missile which will lock on to an opponent's vehicle and home in on them. To avoid one of these hi-tech toys you'll have to display some nifty driving!

Fireball



This weapon transforms your vehicle into a motorised fireball – your opponents had better watch out!

Electric Shock



This weapon will make your vehicle a real live wire! Anyone foolish enough to get too close is in for a big, bad shock!

Nitrogen



A cloud of liquid nitrogen will be released from the rear of your vehicle; woe betide any player who drives through it – their vehicle will freeze solid, making steering somewhat difficult...

Micro Machines

Magnet



A powerful electromagnet on an extending arm at the front of your vehicle. When activated, the arm will extend and grab any vehicle in front of you, flinging it backwards! The magnet can be re-used 3 times.

Frying Pan



With this enormous frying pan attached to your car you can wham your way through the level destroying any opponent in your way!

This weapon can be re-used twice. KERRANNGG!

Suspended Animation



This weapon is available in Championship Mode only. Activating it will freeze time for a few seconds, for all vehicles but your own!

Boxing Glove



Picking this weapon up will attach a boxing glove on a spring to the front of your vehicle. When activated, a boxing glove shoots out of the front of your vehicle, scattering any other vehicles that get in the way. The boxing glove can be re-used 3 times.

Micro Machines

Flamethrower



A flamethrower fitted to the front of your vehicle; when activated it will shoot out a large flame at anyone unlucky enough to be stuck in front of you.

Mine



A mine that you drop along your route. It will lie in the middle of the road waiting for an unsuspecting driver to go over it and...

Bonuses

Turbo



Activating this bonus will give your vehicle a brief, temporary speed boost.

Invincibility



Renders the holder temporarily invulnerable to damage or attack.

Consumer Information and Precaution

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in anyway.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



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London W6 9EJ - England - Distributed by INFOGRAMES NORDIC, Gunnebostråta 32S-183 53 Sjörsjö - SWEDEN